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1 Position statements: A framework for caching multimedia objects in the Internet Roy Friedman, Roman Vitenberg

October 2001 Proceedings of the 2001 international workshop on Multimedia middleware

Full text available: pdf(353.30 KB) Additional Information: full citation, abstract, references, index terms

Caching multimedia objects is essential for their successful deployment in the Internet. This paper reviews some of the main issues involved in building such a caching mechanism, and proposes to use CASCADE, a CORBA distributed caching service, as a platform for Internet caching of multimedia objects. In particular, the applicability of CASCADE's model for caching multimedia objects is explored, including issues of consistency, scalability, management, security, and support for partial evacuatio ...

Keywords: caching, distributed objects, multimedia

2 Mobile Ad Hoc Networks: A cooperative cache architecture in support of caching multimedia objects in MANETs

W. H. O. Lau, M. Kumar, Svetha Venkatesh

September 2002 Proceedings of the 5th ACM international workshop on Wireless mobile multimedia

Full text available: pdf(490.39 KB) Additional Information: full citation, abstract, references, index terms

This paper presents a cooperative caching architecture suitable for continuous media (CM) proxy caching in MANET environments. The proposed scheme introduces an application manager component, which is interposed between traditional Internet CM applications and the network layer. The application manager transparently performs data location and service migration of active CM streaming sessions so as to exploit nearby data sources based on the dynamic topology of a MANET. We propose two data ...

Keywords: QoS, caching, continuous media streaming, mobile ad-hoc networks, service migration

Implementing a caching service a distributed COBRA objects Gregory V. Chockler, Danny Doley, Roy Friedman, Roman Vitenberg April 2000 IFIP/ACM International Conference n Distributed systems platforms Full text available: 🔂 pdf(324.53 KB) Additional Information: full citation, abstract, references, citings



http://portal.acm.org/results.cfm?coll=ACM&dl=ACM&CFID=33310223&CFTOKEN=72515395

This paper discusses the implementation of CASCADE, a distributed caching service for CORBA objects. Our caching service is fully CORBA compliant, and supports caching of active objects, which include both data and code. It is specifically designed to operate over the Internet by employing a dynamically built cache hierarchy. The service architecture is highly configurable with regard to a broad spectrum of application parameters. The main benefits of CASCADE are enhanced availability and ser ...

4 Object views: language support for intelligent object caching in parallel and distributed computations



Ilya Lipkind, Igor Pechtchanski, Vijay Karamcheti

October 1999 ACM SIGPLAN Notices, Proceedings of the 14th ACM SIGPLAN conference on Object-oriented programming, systems, languages, and applications, Volume 34 Issue 10

Full text available: pdf(1.56 MB)

Additional Information: full citation, abstract, references, citings, index terms

Object-based parallel and distributed applications are becoming increasingly popular, driven by the programmability advantages of component technology and a flat shared-object space. However, the flat shared-object space introduces a performance challenge: applications that rely on the transparent coherent caching of objects achieve high performance only on tightly coupled parallel machines. In distributed environments, the overheads of object caching force application designers to choose o ...

Keywords: Java, collaborative applications, distributed objects, object caching, object representation, shared objects, views

5 On caching and prefetching of virtual objects in distributed virtual environments Jimmy H. P. Chim, Mark Green, Rynson W. H. Lau, Hong Va Leong, Antonio Si September 1998 Proceedings of the sixth ACM international conference on Multimedia



Full text available: pdf(1.44 MB)

Additional Information: full citation, references, citings, index terms

6 On disk caching of Web objects in proxy servers

Charu G. Aggarwal, Philip S. Yu

January 1997 Proceedings of the sixth international conference on Information and knowledge management

Full text available: pdf(911.21 KB) Additional Information: full citation, references, citings, index terms

7 Replacement algorithms for object caching

Saied Hosseini-Khayat

February 1998 Proceedings of the 1998 ACM symposium on Applied Computing

Full text available: pdf(724.03 KB) Additional Information: full citation, references, index terms

Keywords: Web caching, generalized caching, network caching, object caching, replacement algorithm

A case for caching file objects inside internetworks Peter B. Danzig, Richard S. Hall, Michael F. Schwartz October 1993 ACM SIGCOMM C mputer C mmunication Review, Conference

pr ceedings n C mmunicati ns architectures, pr t c Is and applicati ns, Volume 23 Issue 4

Full text available: R pdf(1.02 MB)

Additional Information: full citation, references, citings, index terms

9 Applicative caching: Programmer control of object sharing and lifetime in. distributed implementations of applicative languages



Robert M. Keller, M. Ronan Sleep

April 1974 ACM SIGPLAN Notices, Proceedings of the 1981 conference on Functional programming languages and computer architecture, Volume 9 Issue 4

Full text available: pdf(871.52 KB)

Additional Information: full citation, abstract, references, citings, index terms

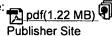
The "referential transparency" of applicative language expressions demands that all occurrences of an expression in a given context yield the same value. In principle, that value therefore needs to be computed only once. However, in recursive programming, a context usually unfolds dynamically, precluding textual recognition of multiple occurrences, so that such occurrences are recomputed. To remedy the lack, in applicative languages, of an ability to store ...

10 A persistent rescheduled-page cache for low overhead object code compatibility in VLIW architectures



Thomas M. Conte, Sumedh W. Sathaye, Sanjeev Banerjia

December 1996 Proceedings of the 29th annual ACM/IEEE international symposium on Microarchitecture



Full text available: pdf(1.22 MB) Additional Information: full citation, abstract, references, citings, index terms

Object-code compatibility between processor generations is an open issue for VLIW architectures. A potential solution is a technique termed dynamic rescheduling, which performs run-time software rescheduling at the first-time page faults. The time required for rescheduling the pages constitutes a large portion of the overhead of this method. A disk caching scheme that uses a persistent rescheduled-page cache (PRC) is presented. The scheme reduces the overhead associated with dynamic rescheduling ...

Keywords: LRU replacement, VLIW architectures, cache storage, disk caching scheme, dynamic rescheduling, first-time page faults, high-overhead programs, low overhead object code compatibility, operating system support, overhead-based replacement, page replacement policies, persistent rescheduled-page cache, program executions, program performance, run-time software rescheduling, simulations

¹¹ A survey of Web cache replacement strategies

Stefan Podlipnig, Laszlo Böszörmenyi

December 2003 ACM Computing Surveys (CSUR), Volume 35 Issue 4

Full text available: pdf(193.37 KB) Additional Information: full citation, abstract, references, index terms

Web caching is an important technique to scale the Internet. One important performance factor of Web caches is the replacement strategy. Due to specific characteristics of the World Wide Web, there exist a huge number of proposals for cache replacement. This article proposes a classification for these proposals that subsumes prior classifications. Using this classification, different proposals and their advantages and disadvantages are described. Furthermore, the article discusses the importance ...

Keywords: Web caching, replacement strategies

12 <u>Compiler optimizations for power, performance: Tracking object life cycle for leakage energy optimization</u>



G. Chen, N. Vijaykrishnan, M. Kandemir, M. J. Irwin, M. Wolczko

October 2003 Pr ceedings f the 1st IEEE/ACM/IFIP internati nal c nference n Hardware/software codesign and system synthesis

Full text available: pdf(304.66 KB) Additional Information: full citation, abstract, references, index terms

The focus of this work is on utilizing the state of objects during their lifespan in optimizing the leakage energy consumed in the data caches when executing embedded Java applications. Our analysis reveals that a major portion of the leakage energy is actually wasted in retaining the objects beyond their last use. In order to eliminate this wastage, we investigate three approaches that use the garbage collector, escape analysis and last use analysis for reducing leakage energy. Finally, we trac ...

Keywords: Java, cache, leakage energy

13 Data caching issues in an information retrieval system

Rafael Alonso, Daniel Barbara, Hector Garcia-Molina
September 1990 ACM Transactions on Database Systems (TODS), Volume 15 Issue 3



Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index</u> <u>terms</u>, <u>review</u>

Currently, a variety of information retrieval systems are available to potential users.... While in many cases these systems are accessed from personal computers, typically no advantage is taken of the computing resources of those machines (such as local processing and storage). In this paper we explore the possibility of using the user's local storage capabilities to cache data at the user's site. This would improve the response time of user queries albeit at the cost of incurring t ...

Keywords: cache coherency, data sharing, information retrieval systems

14 CDNs and caching: Scalable techniques for memory-efficient CDN simulations
Purushottam Kulkarni, Prashant Shenoy, Weibo Gong



Full text available: pdf(238.28 KB) Additional Information: full citation, abstract, references, index terms

Since CDN simulations are known to be highly memory-intensive, in this paper, we argue the need for reducing the memory requirements of such simulations. We propose a novel memory-efficient data structure that stores cache state for a small subset of popular objects accurately and uses approximations for storing the state for the remaining objects. Since popular objects receive a large fraction of the requests while less frequently accessed objects consume much of the memory space, this approach ...

Keywords: approximate data structures, content distribution networks, simulation, web proxy cache

15 CDNs and caching: Evaluating a new approach to strong web cache consistency with snapshots of collected content

Mikhail Mikhailov, Craig E. Wills

May 2003 Pr ceedings f the twelfth internati nal conference n World Wide Web

Full text available: pdf(115.46 KB)

Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index</u> <u>terms</u>

The problem of Web cache consistency continues to be an important one. Current Web caches use heuristic-based policies for determining the freshness of cached objects, often forcing content providers to unnecessarily mark their content as uncacheable simply to retain control over it. Server-driven invalidation has been proposed as a mechanism for providing strong cache consistency for Web objects, but it requires servers to maintain perclient state even for infrequently changing objects. We pro ...

Keywords: cache consistency, change characteristics, collected content, object composition, object relationships, server invalidation, web caching

16 Consistency and replication: Evaluation of edge caching/offloading for dynamic content delivery



Chun Yuan, Yu Chen, Zheng Zhang

May 2003 Proceedings of the twelfth international conference on World Wide Web

Full text available: pdf(161.49 KB)

Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index</u> terms

As dynamic content becomes increasingly dominant, it becomes an important research topic as how the edge resources such as client-side proxies, which are otherwise underutilized for such content, can be put into use. However, it is unclear what will be the best strategy and the design/deployment tradeoffs lie therein. In this paper, using one representative e-commerce benchmark, we report our experience of an extensive investigation of different offloading and caching options. Our results point ...

Keywords: dynamic content, edge caching, offloading

17 Content management: Adaptive and lazy segmentation based proxy caching for streaming media delivery



Songqing Chen, Bo Shen, Susie Wee, Xiaodong Zhang

June 2003 Proceedings of the 13th international workshop on Network and operating systems support for digital audio and video

Full text available: pdf(250.45 KB) Additional Information: full citation, abstract, references, index terms

Streaming media objects are often cached in segments. Previous segment-based caching strategies cache segments with constant or exponentially increasing lengths and typically favor caching the beginning segments of media objects. However, these strategies typically do not consider the fact that most accesses are targeted toward a few popular objects. In this paper, we argue that neither the use of a predefined segment length nor the favorable caching of the beginning segments is the best caching ...

Keywords: lazy segmentation, proxy caching, streaming media delivery

18 Context-based prefetch – an optimization for implementing objects on relations
Philip A. Bernstein, Shankar Pal, David Shutt



December 2000 The VLDB Journal — The International Journal on Very Large Data Bases, Volume 9 Issue 3

Full text available: pdf(142.24 KB) Additional Information: full citation, abstract, index terms

When implementing persistent objects on a relational database, a major performance issue is prefetching data to minimize the number of round-trips to the database. This is especially hard with navigational applications, since future accesses are unpredictable. We propose the use of the context in which an object is loaded as a predictor of future accesses, where a context can be a stored collection of relationships, a query result, or a complex object.

When an object O's state is loaded, similar ...

Keywords: Caching, Object-oriented database, Object-relational mapping, Prefetch

19 Poster session: A new cache replacement algorithm for the integration of web caching and prefectching



Cheng-Yue Chang, Ming-Syan Chen

November 2002 Proceedings of the eleventh international conference on Information and knowledge management

Full text available: pdf(265.88 KB) Additional Information: full citation, abstract, references, index terms

Web caching and Web prefetching are two important techniques to reduce the noticeable response time perceived by users. Note that by integrating Web caching and Web prefetching, these two techniques can complement each other since Web caching technique exploits the temporal locality whereas Web prefetching technique utilizes the spatial locality of Web objects. However, without circumspect design, the integration of these two techniques might cause significant performance degradation to each oth ...

Keywords: caching, prefetching, web proxy

20 BuddyCache: high-performance object storage for collaborative strong-consistency applications in a WAN



Magnus E. Bjornsson, Liuba Shrira

November 2002 ACM SIGPLAN Notices, Proceedings of the 17th ACM SIGPLAN conference on Object-oriented programming, systems, languages, and applications, Volume 37 Issue 11

Full text available: 🔁 pdf(269.18 KB) Additional Information: full citation, abstract, references, index terms

Collaborative applications provide a shared work environment for groups of networked clients collaborating on a common task. They require strong consistency for shared persistent data and efficient access to fine-grained objects. These properties are difficult to provide in wide area networks because of high network latency. Buddy Cache is a new transactional caching approach that improves the latency of access to shared persistent objects for collaborative strong-consistency applications i ...

Keywords: cooperative caching, fault-tolerance, fine-grain sharing, object storage systems, transactions, wide-area network

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1 Using objects in shared memory for C++ application Lenny Hon

October 1994 Proceedings of the 1994 conference of the Centre for Advanced Studies on Collaborative research

Full text available: pdf(34.99 KB)

Additional Information: full citation, abstract, references, index terms

This paper presents a design for instantiating C++ objects in shared memory to facilitate communication between processes of an application. Issues related to static data members and virtual function tables of the C++ classes of these shared objects are discussed. To protect the data integrity of the shared objects, concurrency control is needed to synchronize their invocation by multiple threads of execution. A scheme for adding concurrency control to shared objects is presented that enables an ...

2 Virtual memory and backing storage management in multiprocessor operating systems | using object-oriented design techniques



V. F. Russo, R. H. Campbell

September 1989 ACM SIGPLAN Notices, Conference proceedings on Object-oriented programming systems, languages and applications, Volume 24 Issue 10

Full text available: pdf(1.19 MB)

Additional Information: full citation, abstract, references, citings, index terms

The Choices operating system architecture [3, 4, 15] uses class hierarchies and objectoriented programming to facilitate the construction of customized operating systems for shared memory and networked multiprocessors. The software is being used in the Tapestry Parallel Computing Laboratory at the University of Illinois to study the performance of algorithms, mechanisms, and policies for parallel systems. This paper describes the architectural design and class hierarchy of ...

3 Persistent memory: a storage architecture for object-oriented database systems Satish M. Thatte



September 1986 Proceedings on the 1986 international workshop on Object-oriented database systems

Full text available: pdf(1.13 MB)

Additional Information: full citation, abstract, references, citings, index terms

Object-oriented databases are needed to support database objects with a wide variety of types and structures. A persistent memory system provides a storage architecture for longterm, reliable retention of objects with rich types and structures in the virtual memory itself. It is based on a uniform memory abstraction, which eliminates the distinction between

transient objects (data structures) and persistent objects (files and databases), and therefore, allows the same set of powerful and $f\dots$

4 <u>Virtual memory on a narrow machine for an object-oriented language</u> Ted Kaehler



June 1986 ACM SIGPLAN N tices, C nference pr ceedings n Object- riented programming systems, languages and applications, Volume 21 Issue 11

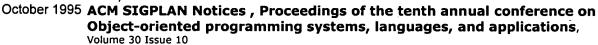
Full text available: pdf(1.66 MB)

Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index</u> terms

LOOM (Large Object-Oriented Memory) is a virtual memory implemented in software that supports the Smalltalk-80(™) programming language and environment on the Xerox Dorado computer. LOOM provides 8 billion bytes of secondary memory address space and is specifically designed to run on computers with a narrow word size (16-bit wide words). All storage is viewed as objects that contain fields. Objects may have an average size as small as 10 fields. LOOM swaps objects between primary and s ...

⁵ Problem-oriented object memory: customizing consistency

Anders Kristensen, Colin Low



Full text available: pdf(1.58 MB)

Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index</u> terms

This paper presents the notion of problem-oriented object memory, and its realization in a distributed object-based programming system, *Penumbra*. This system allows location transparent object invocation, object migration and caching. Its distinguishing feature, however, is its support for problem-oriented object sharing.Problem-oriented object memory is an object model that allows exploitation of application specific semantics by relaxing strict consistency in favour of performance.Our w ...

⁶ Distributed shared memory with versioned objects

Michael J. Feeley, Henry M. Levy

October 1992 ACM SIGPLAN Notices, conference proceedings on Object-oriented programming systems, languages, and applications, Volume 27 Issue 10

Full text available: pdf(1.78 MB)

Additional Information: full citation, references, citings, index terms

Exposing Memory Access Regularities Using Object-Relative Memory Profiling Qiang Wu, Artem Pyatakov, Alexey Spiridonov, Easwaran Raman, Douglas W. Clark, David I. August



March 2004 Proceedings of the international symposium on Code generation and optimization: feedback-directed and runtime optimization

Full text available: pdf(227.72 KB) Additional Information: full citation, abstract, citings

Memory profiling is the process of characterizing a program's memorybehavior by observing and recording its response to specific inputsets. Relevant aspects of the program's memory behavior maythen be used to guide memory optimizations in an aggressively optimizing compiler. In general, memory access behavior has eluded meaningful characterization because of confounding artifacts from memory allocators, linker data layout, and OS memory management. Since these artifacts may change from run to run, m ...

Static grouping of small objects to enhance performance of a paged virtual memory James W. Stamos

May 1984 ACM Transactions on C mputer Systems (TOCS), Volume 2 Issue 2



Full text available: pdf(1.79 MB)

Additional Information: full citation, references, citings, index terms, review

Keywords: Smalltalk, initial placement, object-oriented, paging, programing restructuring, reference trace compression, static grouping, virtual memory

9 Protection traps and alternatives for memory management of an object-oriented language

Antony L. Hosking, J. Eliot B. Moss

December 1993 ACM SIGOPS Operating Systems Review , Proceedings of the fourteenth ACM symposium on Operating systems principles, Volume 27 Issue 5

Full text available: 🔁 pdf(1.48 MB)

Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index</u> terms

Many operating systems allow user programs to specify the protection level (inaccessible, read-only, read-write) of pages in their virtual memory address space, and to handle any protection violations that may occur. Such page-protection techniques have been exploited by several user-level algorithms for applications including generational garbage collection and persistent stores. Unfortunately, modern hardware has made efficient handling of page protection faults more difficult. Moreover, page- ...

10 Tracking: Adaptive object tracking using bayesian network and memory Hang-Bong Kang, Sang-Hyun Cho

October 2004 Proceedings of the ACM 2nd international workshop on Video surveillance & sensor networks

Full text available: pdf(671.57 KB) Additional Information: full citation, abstract, references, index terms

This paper presents an adaptive object tracking method that integrates the cues from color likelihood and edge likelihood, and that adapts itself to abrupt appearance changing objects. We use a Bayesian network based multi-modal fusion method of color and edge information. To handle the cases of sudden appearance changes, occlusion, disappearance and reappearance of tracked objects, a memory model is also introduced. The proposed tracker has the following characteristics. First, multiple moda ...

Keywords: adaptive object tracking, bayesian networks, short-term memory

11 A shared, segmented memory system for an object-oriented database
Mark F. Hornick, Stanley B. Zdonik

January 1987 ACM Transactions on Information Systems (TOIS), Volume 5 Issue 1

Full text available: pdf(2.05 MB)

Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index</u> terms, review

This paper describes the basic data model of an object-oriented database and the basic architecture of the system implementing it. In particular, a secondary storage segmentation scheme and a transaction-processing scheme are discussed. The segmentation scheme allows for arbitrary clustering of objects, including duplicates. The transaction scheme allows for many different sharing protocols ranging from those that enforce serializability to those that are nonserializable and require communi ...

12 Objects: The DiSOM distributed shared object memory

Paulo Guedes, Miguel Castro, Nuno Neves

September 1994 Pr ceedings f the 6th w rksh p n ACM SIGOPS Eur pean w rksh p:
Matching perating systems t applicati n needs

Full text available: 🔁 pdf(237.84 KB) Additional Information: full citation, abstract, references

DISOM is a software-based distributed shared memory system for a multicomputer composed of heterogeneous nodes connected by a high-speed, low latency network [Guedes 931. The current prototype comprises a Sun SPARCCenter 2000 with 10 processors and several SPARCStation 10, i486 PC and Dec Alpha, connected by ATM and Ethernet.Programs in DiSOM are written using a shared-memory multiprocessor model where synchronization objects are explicitly associated with data items. Programs are composed of a ...

13 Window real objects: a distributed shared memory for distributed implementation of GUI applications

Noboru Koshizuka, Ken Sakamura

December 1993 Proceedings of the 6th annual ACM symposium on User interface software and technology

Full text available: pdf(1.31 MB) Additional Information: full citation, references, index terms

Keywords: BTRON, distributed shared memory, graphical user interface, multiuser interface, parallel programming, window system

14 Session 1: Safe memory reclamation for dynamic lock-free objects using atomic reads and writes



Maged M. Michael

July 2002 Proceedings of the twenty-first annual symposium on Principles of distributed computing

Full text available: pdf(1.13 MB) Additional Information: full citation, abstract, references, citings

A major obstacle to the wide use of lock-free data structures, despite their many performance and reliability advantages, is the absence of a practical lock-free method for reclaiming the memory of dynamic nodes removed from dynamic lock-free objects for arbitrary reuse. The only prior lock-free memory reclamation method depends on the DCAS atomic primitive, which is not supported on any current processor architecture. Other memory management methods are blocking, require special operating system ...

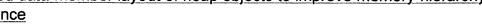
15 Object-oriented memory management in DEVSIM++

Young C. Kim, Kyung S. Ham, Tag G. Kim

December 1993 Proceedings of the 25th conference on Winter simulation

Full text available: pdf(361.65 KB) Additional Information: full citation, references

16 Automated data-member layout of heap objects to improve memory-hierarchy performance



Thomas Kistler, Michael Franz

May 2000 ACM Transactions on Programming Languages and Systems (TOPLAS), Volume 22 Issue 3

Additional Information: full citation, abstract, references, citings, index Full text available: pdf(220.88 KB) terms, review

We present and evaluate a simple, yet efficient optimization technique that improves memory-hierarchy performance for pointer-centric applications by up to 24% and reduces cache misses by up to 35%. This is achieved by selecting an improved ordering for the data members of pointer-based data structures. Our optimization is applicable to all type-safe programming languages that completely abstract from physical storage layout; examples of such languages are Java and Oberon. Our technique doe ...

Keywords: dynamic optimization, dynmaic data structures, memory-hierarchy optimization

17 <u>Using objects to manage in-memory data intensive expert systems</u>

Steven Marney, Mamdouh Ibrahim

October 1995 ACM SIGPLAN OOPS Messenger, Addendum to the proceedings of the 10th annual conference on Object-oriented programming systems, languages, and applications (Addendum), Volume 6 Issue 4

Full text available: pdf(591.30 KB) Additional Information: full citation

18 Conservative garbage collection for general memory allocators

Gustavo Rodriguez-Rivera

October 2000 ACM SIGPLAN Notices, Proceedings of the 2nd international symposium on Memory management, Volume 36 Issue 1

Full text available: pdf(829.20 KB) Additional Information: full citation, abstract, citings, index terms

This paper explains a technique that integrates conservative garbage collection on top of general memory allocators. This is possible by using two data structures named malloctables and jump-tables that are computed at garbage collection time to map pointers to beginning of objects and their sizes. This paper describes malloc-tables and jump-tables, an implementation of a malloc/jump-table based conservative garbage collector for Doug Lea's memory allocator, and experimental results that com ...

Keywords: automatic memory management, conservative garbage collection, memory allocation

19 A generalized object display processor architecture

Samuel M. Goldwasser

January 1984 ACM SIGARCH Computer Architecture News, Proceedings of the 11th annual international symposium on Computer architecture, Volume 12 Issue 3

Full text available: pdf(974.42 KB)

Additional Information: full citation, abstract, references, citings, index terms

A multiprocessor architecture has been developed which addresses the problem of the display and manipulation of multiple shaded three dimensional objects derived from emperical data on a raster scan CRT. Fully general control of such parameters as position, size, orientation, rotation, tone scale, and shading are accomplished at video rates permitting real-time interaction with the display presentation. The GODPA architecture is based on a large number of relatively simple proces ...

20 Paging on an object-oriented personal computer Ricki Blau

August 1983 Proceedings of the 1983 ACM SIGMETRICS conference on Measurement and modeling of computer systems

Full text available: pdf(884.89 KB)

Additional Information: full citation, abstract, references, citings, index terms

A high-performance personal computing environment must avoid perceptible pauses resulting from many page faults within a short period of time. Our performance goals for a paged virtual memory system for the Smalltalk-80TM@@@@; programming environment are both to decrease the average page fault rate and to minimize the pauses caused by clusters of page faults. We have applied program restructuring techniques to the Smalltalk-80 object memory in order to improve the local ...

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1 Performance of cache coherence in stackable filing

window

J. Heidemann, G. Popek

December 1995 ACM SIGOPS Operating Systems Review , Proceedings of the fifteenth ACM symposium on Operating systems principles, Volume 29 Issue 5

Full text available: pdf(2.00 MB)

Additional Information: full citation, references, index terms

Middleware object query processing with deferred updates and autonomous sources Jerry Kiernan, Michael J. Carey



October 2000 ACM SIGPLAN Notices, Proceedings of the 15th ACM SIGPLAN conference on Object-oriented programming, systems, languages, and applications, Volume 35 Issue 10

Full text available: pdf(214.74 KB) Additional Information: full citation, abstract, references, index terms

This paper presents a query processing algorithm called DECAF for use in middleware object query systems that are based on the use of an object cache. The DECAF algorithm is designed to work correctly even in the presence of updates to the underlying databases that don't go through the object cache (i.e., even for autonomous data sources that can be updated through legacy applications that do not perform their updates through the middleware object layer). DECAF's query results are consistent wit ...

Keywords: DBMS, cache, middleware, object-oriented, query

Cache consistency and concurrency control in a client/server DBMS architecture Yongdong Wang, Lawrence A. Rowe



April 1991 ACM SIGMOD Record, Proceedings of the 1991 ACM SIGMOD international conference on Management of data, Volume 20 Issue 2

Full text available: pdf(1.06 MB)

Additional Information: full citation, references, citings, index terms

4 On adaptive caching in mobile databases

Hong V. Leong, Antonio Si

April 1997 Pr ceedings f the 1997 ACM symposium n Applied c mputing

Full text available: Topdf(873.16 KB) Additional Information: full citation, references, citings, index terms

Keywords: cache replacement, data caching, mobile databases, query processing

⁵ Energy-efficient selective cache invalidation

Jun Cai, Kian-Lee Tan

December 1999 Wireless Networks, Volume 5 Issue 6

Full text available: pdf(201.67 KB) Additional Information: full citation, references, citings, index terms

⁶ Problem-oriented object memory: customizing consistency

Anders Kristensen, Colin Low

October 1995 ACM SIGPLAN Notices, Proceedings of the tenth annual conference on Object-oriented programming systems, languages, and applications,

Volume 30 Issue 10

Full text available: pdf(1.58 MB)

Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index</u> terms

This paper presents the notion of problem-oriented object memory, and its realization in a distributed object-based programming system, *Penumbra*. This system allows location transparent object invocation, object migration and caching. Its distinguishing feature, however, is its support for problem-oriented object sharing. Problem-oriented object memory is an object model that allows exploitation of application specific semantics by relaxing strict consistency in favour of performance. Our w ...

7 High speed on-line backup when using logical log operations

David B. Lomet

May 2000 ACM SIGMOD Record, Proceedings of the 2000 ACM SIGMOD international conference on Management of data, Volume 29 Issue 2

Full text available: pdf(220.69 KB)

Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index</u> terms

Media recovery protects a database from failures of the stable medium by maintaining an extra copy of the database, called the backup, and a media recovery log. When a failure occurs, the database is "restored" from the backup, and the media recovery log is used to roll forward the database to the desired time, usually the current time. Backup must be both fast and "on-line", i.e. concurrent with on-going update activity. Conventional online backup sequentially copies ...

⁸ Disconnected operation in the Coda file system

James J. Kistler, M. Satyanarayanan

September 1991 ACM SIGOPS Operating Systems Review, Proceedings of the thirteenth ACM symposium on Operating systems principles, Volume 25 Issue 5

Full text available: pdf(1.39 MB)

Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index</u> <u>terms</u>

Disconnected operation is a mode of operation that enables a client to continue accessing critical data during temporary failures of a shared data repository. An important, though not exclusive, application of disconnected operation is in supporting portable computers. In this paper, we show that disconnected operation is feasible, efficient and usable by describing its design and implementation in the Coda File System. The central idea behind our work is that caching of data, now ...

Extending a database system with procedures

| Michael Stonebraker, Jeff Anton, September 1987 ACM Transacti | Eric Hanson ns n Database Systems (TODS), Volume 12 Issue 3 | |
|--|---|--|
| Full text available: pdf(2.15 MB) | Additional Information: <u>full citation</u> , <u>abstract</u> , <u>references</u> , <u>citings</u> , <u>index</u> <u>terms</u> , <u>review</u> | |
| supporting database procedure fields of a database to be a col shown to allow the natural exp | powerful database systems (DBMS) can be built by es as full-fledged database objects. In particular, allowing lection of queries in the query language of the system is ression of complex data relationships. Moreover, many of the nted systems and semantic data models can be supported by eent this cons | |
| 10 Exploiting weak connectivity for | or mobile file access | |
| L. B. Mummert, M. R. Ebling, M. S | Satyanarayanan | |
| | erating Systems Review , Proceedings of the fifteenth | |
| Full text available: <mark>氖 pdf(1.49 MB)</mark> | on Operating systems principles, Volume 29 Issue 5 Additional Information: full citation, references, citings, index terms | |
| r all text available. [A] par(1:40 WB) | Additional mormation. <u>Juli Station, Televances, Stangs, Index terms</u> | |
| 11 Executing Java threads in para | allel in a distributed-memory environment | |
| Mark W. MacBeth, Keith A. McGui | gan, Philip J. Hatcher | |
| November 1998 Proceedings of t | the 1998 conference of the Centre for Advanced Studies | |
| on Collaborative | | |
| Full text available: 🔁 pdf(194.63 KB) | Additional Information: <u>full citation</u> , <u>abstract</u> , <u>references</u> , <u>citings</u> , <u>index</u> <u>terms</u> | |
| performance execution of Java Java-bytecode-to-C translator Java threads across the multip run-time system implements the | ial implementation of Hyperion, an environment for the high- programs. Hyperion supports high performance by utilizing a and by supporting parallel execution via the distribution of le processors of a cluster of Linux machines. The Hyperion ne Java memory model using an efficient communication I for Linux and Fast Ethernet | |
| 12 Logical logging to extend reco | very to new domains | |
| David Lomet, Mark Tuttle | | |
| _ | , Proceedings of the 1999 ACM SIGMOD international gement of data, Volume 28 Issue 2 | |
| Full text available: 🔁 pdf(1.65 MB) | Additional Information: <u>full citation</u> , <u>abstract</u> , <u>references</u> , <u>citings</u> , <u>index</u> <u>terms</u> | |
| operations. During recovery, a recoverable object, not solely f needn't log these values, a sub | ew domains at reduced logging cost by exploiting "logical" log logical log operation may read data values from any from values on the log or from the updated object. Hence, we estantial saving. In [8], we developed a redo recovery theory trations and proved that the stable database remains d in terms | |
| May 1990 ACM SIGMOD Record c nference n Manag | and views in data base systems Fran, Jeffrey Goh, Spyros Potamianos I, Proceedings of the 1990 ACM SIGMOD international gement f data, Volume 19 Issue 2 Additional Information: full citation, abstract, references, citings, index terms | |

This paper demonstrates that a simple rule system can be constructed that supports a more powerful view system than available in current commercial systems. Not only can views be specified by using rules but also special semantics for resolving ambiguous view updates are

simply additional rules. Moreover, procedural data types as proposed in POSTGRES are also efficiently simulated by the same rules system. Lastly, caching of the action part of certain rules is a possible performance enhance ...

14 <u>Hybrid scheduling for parallel rendering using coherent ray tasks</u>

Erik Reinhard, Alan Chalmers, Frederik W. Jansen

October 1999 Proceedings of the 1999 IEEE symposium on Parallel visualization and graphics

Full text available: pdf(529.27 KB)

Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index</u> terms

Parallelising ray tracing with a data parallel approach allows rendering of arbitrarily large models, but the inherent load imbalances may lead to severe inefficiencies. To compensate for the uneven load distribution, demand-driven tasks may be split off and scheduled to processors that are less busy. We propose a hybrid scheduling algorithm which brings tasks and data together according to coherence between rays. The amount of demand-driven versus data-parallel tasks is a function of the c ...

Keywords: hybrid scheduling, parallel computing, ray tracing

15 A shared object hierarchy

Lawrence A. Rowe

September 1986 Proceedings on the 1986 international workshop on Object-oriented database systems

Full text available: pdf(776.48 KB)

Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index</u> terms

This paper describes the design and proposed implementation of a shared object hierarchy. The object hierarchy is stored in a relational database and objects referenced by an application program are cached in the program's address space. The paper describes the database representation for the object hierarchy and the use of POSTGRES, a next-generation relational database management system, to implement object referencing efficiently. The shared object hierarchy system will be used to implem ...

16 A predicate-based caching scheme for client-server database architectures Arthur M. Keller, Julie Basu

January 1996 The VLDB Journal — The International Journal on Very Large Data Bases, Volume 5 Issue 1

Full text available: pdf(162.80 KB) Additional Information: full citation, abstract, citings, index terms

We propose a new client-side data-caching scheme for relational databases with a central server and multiple clients. Data are loaded into each client cache based on queries executed on the central database at the server. These queries are used to form predicates that describe the cache contents. A subsequent query at the client may be satisfied in its local cache if we can determine that the query result is entirely contained in the cache. This issue is called *cache completeness*. A separ ...

Keywords: Cache completeness, Cache currency, Caching, Multiple clients, Relational databases

17 PCLOS: a critical review

A Paencke

September 1989 ACM SIGPLAN N tices, Conference pr ceedings n Object- riented programming systems, languages and applications, Volume 24 Issue 10

Additional Information: full citation, abstract, references, citings, index

Full text available:

| | pdf | (1.52 | MB) | Ì |
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terms

This paper uses the persistent object system PCLOS to survey some problems and benefits of object persistence. The system is analyzed along several relevant dimensions. PCLOS provides object persistence for an object-oriented language. The insights gained on desirable and detrimental components of the system are presented. The intent is to outline some of the expected and unexpected problems encountered in the construction of support for object persistence.

18 Transparent disconnected operation for fault-tolerance

James Jay Kistler, M. Satyanarayanan

September 1990 Proceedings of the 4th workshop on ACM SIGOPS European workshop

Full text available: pdf(257.88 KB) Additional Information: full citation, references

19 Organization of invalidation reports for energy-efficient cache invalidation in mobile environments

Kian-Lee Tan

June 2001 Mobile Networks and Applications, Volume 6 Issue 3

Additional Information: full citation, abstract, references, citings, index Full text available: pdf(190.83 KB) terms

In a wireless environment, mobile clients often cache frequently accessed data to reduce contention on the limited wireless bandwidth. However, it is difficult for clients to ascertain the validity of their cache content because of their frequent disconnection. One promising cache invalidation approach is the Bit-Sequences scheme that organizes invalidation reports as a set of binary bit sequences with an associated set of timestamps. The report is periodically broadcast by ...

Keywords: access time, bit-sequences, cache invalidation, disconnection, energy consumption, mobile computing

²⁰ An analysis of dag-consistent distributed shared-memory algorithms

Robert D. Blumofe, Matteo Frigo, Christopher F. Joerg, Charles E. Leiserson, Keith H. Randall June 1996 Proceedings of the eighth annual ACM symposium on Parallel algorithms and architectures

Full text available: pdf(1.76 MB)

Additional Information: full citation, references, citings, index terms

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Exclude pages by using a - if a search term <u>must not appear</u> on a page.

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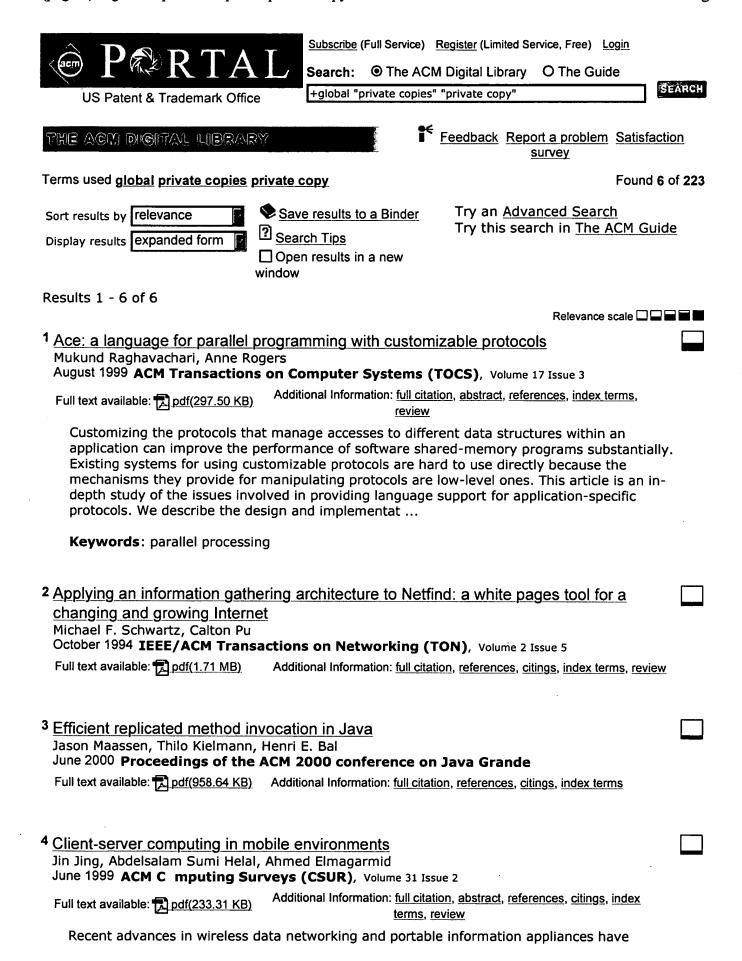
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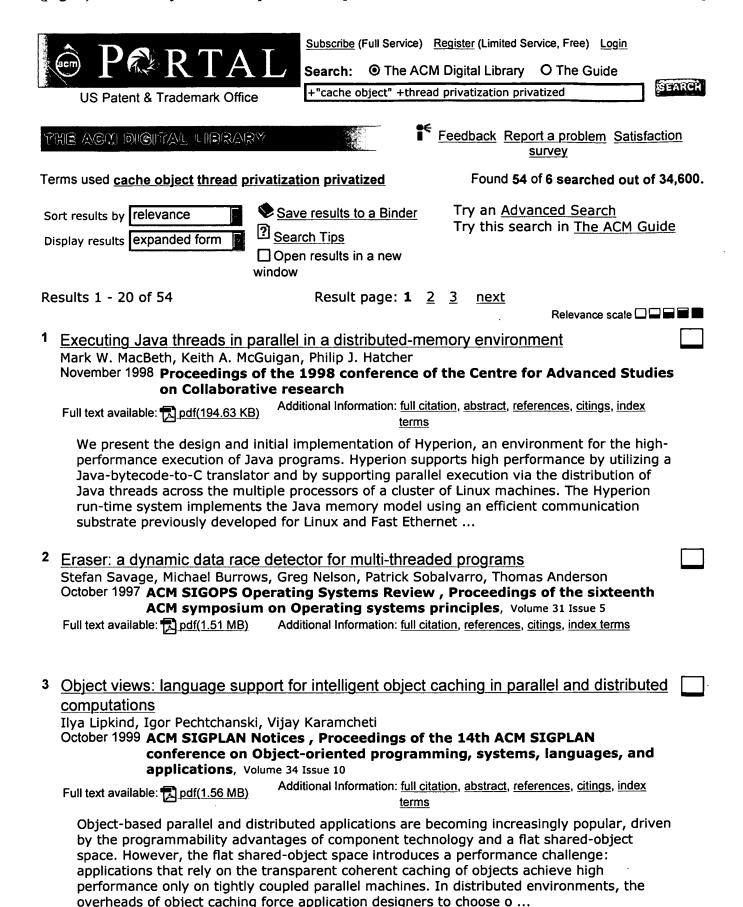
engendered a new paradigm of computing, called mobile computing, in which users carrying portable devices have access to data and information services regardless of their physical location or movement behavior. In the meantime, research addressing information access in mobile environments has proliferated. In this survey, we provide a concrete framework and categorization of the various way ...

Keywords: application adaptation, cache invalidation, caching, client/server, data dissemination, disconnected operation, mobile applications, mobile client/server, mobile compuing, mobile data, mobility awareness, survey, system application

| ⁵ Compilation and run-time systems: DELI: a new run-time control point |
|--|
| Giuseppe Desoli, Nikolay Mateev, Evelyn Duesterwald, Paolo Faraboschi, Joseph A. Fisher |
| November 2002 Proceedings of the 35th annual ACM/IEEE international symposium on |
| Microarchitecture |
| Full text available: Additional Information: full citation, abstract, references, citings, index terms Publisher Site |
| The Dynamic Execution Layer Interface (DELI) offers the following unique capability: it provides fine-grain control over the execution of programs, by allowing its clients to observe and optionally manipulate every single instructionat run timejust before it runs. DELI accomplishes this by opening up an interface to the layer between the execution of software and hardware. To avoid the slowdown, DELI caches a private copy of the executed code and always runs out of its own private cache.In |
| ⁶ A global object name space for the Intel hypercube |
| W. L. Bain January 1988 Proceedings of the third conference on Hypercube concurrent computers and applications: Architecture, software, computer systems, and general issues - Volume 1 |
| Full text available: pdf(349.75 KB) Additional Information: full citation, abstract, references, citings, index terms |
| The Intel iPSC and iPSC®/2 concurrent computer systems provide the processing power and memory to solve very large parallel programming problems. However, their distributed memory and large grain process model complicate the implementation of object oriented programs. As part of the Interwork II Concurrent Programming Toolkit, software facilities have been constructed for the management of a large number of objects (up to 2**32) in a global object name space |
| Results 1 - 6 of 6 |
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http://portal.acm.org/results.cfm?CFID=32965764&CFTOKEN=44895873&adv=1&COLL=ACM&qrycnt...

Keywords: Java, collaborative applications, distributed objects, object caching, object

representation, shared objects, views

| 4 | Eraser: a dynamic data race detector for multithreaded programs Stefan Savage, Michael Burrows, Greg Nelson, Patrick Sobalvarro, Thomas Anderson November 1997 ACM Transactions on Computer Systems (TOCS), Volume 15 Issue 4 | |
|---|--|---------|
| | Full text available: pdf(136.04 KB) Additional Information: full citation, abstract, references, citings, index terms | |
| , | Multithreaded programming is difficult and error prone. It is easy to make a mistake in synchronization that produces a data race, yet it can be extremely hard to locate this mistake during debugging. This article describes a new tool, called Eraser, for dynamically detecting data races in lock-based multithreaded programs. Eraser uses binary rewriting techniques to monitor every shared-monory reference and verify that consistent locking behavior is observed. We present several case studies | |
| | Keywords: binary code modification, multithreaded programming, race detection | |
| 5 | An analysis of dag-consistent distributed shared-memory algorithms Robert D. Blumofe, Matteo Frigo, Christopher F. Joerg, Charles E. Leiserson, Keith H. Randall June 1996 Proceedings of the eighth annual ACM symposium on Parallel algorithms and architectures | |
| | Full text available: pdf(1.76 MB) Additional Information: full citation, references, citings, index terms | |
| 6 | Efficient lava DMI for a smill of a management | |
| 6 | Efficient Java RMI for parallel programming November 2001 ACM Transactions on Programming Languages and Systems (TOPLAS), Volume 23 Issue 6 | <u></u> |
| | Full text available: pdf(352.63 KB) Additional Information: full citation, abstract, references, citings, index terms, review | |
| | Java offers interesting opportunities for parallel computing. In particular, Java Remote Method Invocation (RMI) provides a flexible kind of remote procedure call (RPC) that supports polymorphism. Sun's RMI implementation achieves this kind of flexibility at the cost of a major runtime overhead. The goal of this article is to show that RMI can be implemented efficiently, while still supporting polymorphism and allowing interoperability with Java Virtual Machines (JVMs). We study a new approach f | |
| | Keywords: Communication, performance, remote method invocation | |
| 7 | COOL: kernel support for object-oriented environments | |
| | Sabine Habert, Laurence Mosseri September 1990 ACM SIGPLAN Notices, Proceedings of the European conference on object-oriented programming on Object-oriented programming systems, languages, and applications, Volume 25 Issue 10 | |
| | Full text available: pdf(1.04 MB) Additional Information: full citation, abstract, references, citings, index terms | |
| | The Chorus Object-Oriented Layer (COOL) is an extension of the facilities provided by the Chorus distributed operating system with additional functionality for the support of object-oriented environments. This functionality is realized by a layer built on top of the Chorus V3 Nucleus, which extends the Chorus interface with generic functions for object management: creation, deletion, storage, remote invocation and migration. One major goal of this approach was to explore the feasibility of | |

| 8 | Enabling Java for high-performance computing | |
|-----|---|---|
| | Thilo Kielmann, Philip Hatcher, Luc Bougé, Henri E. Bal | |
| | October 2001 C mmunicati ns f the ACM, Volume 44 Issue 10 | |
| | Full text available: pdf(195.02 KB) Additional Information: full citation, references, citings, index terms | |
| | | |
| 9 | Droblem eriented abject memory eyetemizing consistency | |
| Ŭ | Problem-oriented object memory: customizing consistency Anders Kristensen, Colin Low | _ |
| | October 1995 ACM SIGPLAN Notices, Proceedings of the tenth annual conference on Object-oriented programming systems, languages, and applications, Volume 30 Issue 10 | |
| | Full text available: pdf(1.58 MB) Additional Information: full citation, abstract, references, citings, index terms | |
| | This paper presents the notion of problem-oriented object memory, and its realization in a distributed object-based programming system, <i>Penumbra</i> . This system allows location transparent object invocation, object migration and caching. Its distinguishing feature, however, is its support for problem-oriented object sharing.Problem-oriented object memory is an object model that allows exploitation of application specific semantics by relaxing strict consistency in favour of performance.Our w | |
| 10 | Concurrent garbage collection using hardware-assisted profiling | |
| | Timothy H. Heil, James E. Smith | |
| | October 2000 ACM SIGPLAN Notices, Proceedings of the 2nd international symposium | |
| | on Memory management, Volume 36 Issue 1 | |
| | Full text available: pdf(1.74 MB) Additional Information: full citation, abstract, citings, index terms | |
| | In the presence of on-chip multithreading, a Virtual Machine (VM) implementation can readily take advantage of <i>service threads</i> for enhancing performance by performing tasks such as profile collection and analysis, dynamic optimization, and garbage collection concurrently with program execution. In this context, a hardware-assisted profiling mechanism is proposed. The <i>Relational Profiling Architecture</i> (RPA) is designed from the top down. RPA is based on a relational model similar | |
| 11 | Efficient replicated method investign in Java | |
| ••• | Efficient replicated method invocation in Java Jason Maassen, Thilo Kielmann, Henri E. Bal | |
| | June 2000 Proceedings of the ACM 2000 conference on Java Grande | |
| | Full text available: pdf(958.64 KB) Additional Information: full citation, references, citings, index terms | |
| 12 | Townships the estate of lave the lave virtual reaching and lave and | _ |
| | Formalizing the safety of Java, the Java virtual machine, and Java card Pieter H. Hartel, Luc Moreau | |
| | December 2001 ACM Computing Surveys (CSUR), Volume 33 Issue 4 | |
| | Additional Information: full citation, photoget, references, citings, index | |
| | Full text available: pdf(442.86 KB) Additional Information: full citation, abstract, references, citings, index terms | |
| | We review the existing literature on Java safety, emphasizing formal approaches, and the | |
| | impact of Java safety on small footprint devices such as smartcards. The conclusion is that although a lot of good work has been done, a more concerted effort is needed to build a coherent set of machine-readable formal models of the whole of Java and its | |
| | implementation. This is a formidable task but we believe it is essential to build trust in Java | |

Keywords: Common criteria, programming

| 13 Obtaining sequential efficiency for concurrent object-oriented languages | |
|--|----------|
| John Plevyak, Xingbin Zhang, Andrew A. Chien | |
| January 1995 Pr ceedings f the 22nd ACM SIGPLAN-SIGACT symp sium n Princip of programming languages | ples |
| Additional Information: full citation abstract references sitings index | (|
| Full text available: pdf(1.09 MB) Additional information: directation, abstract, references, chings, index | - |
| Concurrent object-oriented programming (COOP) languages focus the abstraction and encapsulation power of abstract data types on the problem of concurrency control. In particular, pure fine-grained concurrent object-oriented languages (as opposed to hybric data parallel) provides the programmer with a simple, uniform, and flexible model while exposing maximum concurrency. While such languages promise to greatly reduce the complexity of large-scale concurrent programming, the popularity of | |
| 14 The duality of memory and communication in the implementation of a multiprocessor | or 🔲 |
| operating system | |
| M. Young, A. Tevanian, R. Rashid, D. Golub, J. Eppinger November 1987 ACM SIGOPS Operating Systems Review, Proceedings of the eleven | ath |
| ACM Symposium on Operating systems principles, Volume 21 Issue 5 | 1611 |
| Full text available: pdf(1.26 MB) Additional Information: full citation, abstract, references, citings, index terms | 2 |
| Mach is a multiprocessor operating system being implemented at Carnegie-Mellon University. An important component of the Mach design is the use of memory objects who can be managed either by the kernel or by user programs through a message interface. feature allows applications such as transaction management systems to participate in decisions regarding secondary storage management and page replacement. This paper explores the goals, design and implementation of Mach and it | |
| 15 Multi-resolution model transmission in distributed virtual environments | |
| Jimmy H. P. Chim, Rynson W. H. Lau, Antonio Si, Hong Va Leong, Danny To, Mark Green, Ling Lam | Miu |
| November 1998 Proceedings of the ACM symposium on Virtual reality software and technology | |
| Full text available: pdf(2.48 MB) Additional Information: full citation, references, citings, index terms | |
| 16 Davier a to all it for more life in formation and a | |
| 16 Rover: a toolkit for mobile information access A. D. Joseph, A. F. de Lespinasse, J. A. Tauber, D. K. Gifford, M. F. Kaashoek | |
| December 1995 ACM SIGOPS Operating Systems Review, Proceedings of the fifteen | ith |
| ACM symposium on Operating systems principles, Volume 29 Issue 5 Full text available: Double 18 Additional Information: Full citation, references, citings, index terms | |
| Additional militation, leterences, cittings, muex terms | |
| 17 Reworking the RPC paradigm for mobile clients | |
| Ajay V. Bakre, B. R. Badrinath December 1996 M bile Netw rks and Applications, Volume 1 Issue 4 | |
| Full text available: pdf(326.54 KB) Additional Information: full citation, abstract, references, citings, index terms | <u>-</u> |
| Remote Procedure Call (RPC) is a popular paradigmfor designing distributed applications. The existing RPC implementations, however, do not allow special treatment of mobile bo | |

and wireless links; which can be a cause of degraded performance and service disruptions in the presence of disconnections, moves and wireless errors. In addition, future information oriented and location aware mobile applications will also need the ability to dynamically bind mobile clients to local information se ...

| 18 Performance issues of enterprise level web proxies | |
|--|--|
| Carlos Maltzahn, Kathy J. Richardson, Dirk Grunwald June 1997 ACM SIGMETRICS Performance Evaluation Review, Proceedings of the 1997 ACM SIGMETRICS international conference on Measurement and modeling of computer systems, Volume 25 Issue 1 | |
| Full text available: pdf(1.75 MB) Additional Information: full citation, abstract, references, citings, index terms | |
| Enterprise level web proxies relay world-wide web traffic between private networks and the Internet. They improve security, save network bandwidth, and reduce network latency. While the performance of web proxies has been analyzed based on synthetic workloads, little is known about their performance on real workloads. In this paper we present a study of two web proxies (CERN and Squid) executing real workloads on Digital's Palo Alto Gateway. We demonstrate that the simple CERN proxy architecture | |
| 19 Generic virtual memory management for operating system kernels | |
| E. Abrossimov, M. Rozier, M. Shapiro | |
| November 1989 ACM SIGOPS Operating Systems Review, Proceedings of the twelfth ACM symposium on Operating systems principles, Volume 23 Issue 5 | |
| Full text available: 🔁 pdf(1.44 MB) Additional Information: full citation, abstract, references, citings, index | |
| terms | |
| We discuss the rationale and design of a Generic Memory management Interface, for a family of scalable operating systems. It consists of a general interface for managing virtual memory, independently of the underlying hardware architecture (e.g. paged versus segmented memory), and independently of the operating system kernel in which it is to be integrated. In particular, this interface provides abstractions for support of a single, consistent cache for both mapped objects and explicit I/O, | |
| 20 Shoring up persistent applications | |
| Michael J. Carey, David J. DeWitt, Michael J. Franklin, Nancy E. Hall, Mark L. McAuliffe, Jeffrey F. Naughton, Daniel T. Schuh, Marvin H. Solomon, C. K. Tan, Odysseas G. Tsatalos, Seth J. White, Michael J. Zwilling | |
| May 1994 ACM SIGMOD Record, Proceedings of the 1994 ACM SIGMOD international | |
| conference on Management of data, Volume 23 Issue 2 | |
| Full text available: pdf(1.40 MB) Additional Information: full citation, abstract, references, citings, index terms | |
| SHORE (Scalable Heterogeneous Object REpository) is a persistent object system under development at the University of Wisconsin. SHORE represents a merger of object-oriented database and file system technologies. In this paper we give the goals and motivation for SHORE, and describe how SHORE provides features of both technologies. We also describe some novel aspects of the SHORE architecture, including a symmetric peer-to-peer server architecture, server customization through an extensible | |
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• Exclude pages by using a - if a search term <u>must not appear</u> on a page.

museum -Paris

Combine these techniques to create a specific search query. The better your description of the information you want, the more relevant your results will be.

museum +"natural history" dinosaur -Chicago

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sales offices

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John Colter, Netscape Navigator

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- 1. PKT message, Re: [gang8] Privatized SS and the Market -Correction
 ... Security. Previous by thread: Privatized SS and the Market ...
 archives.econ.utah.edu/archives/pkt/2001m08/msg00086.htm 9k Cached More from this site
- 2. PKT message, Re: [lwside1] Productivity ... Previous by thread: Productivity. Next by thread: Privatized SS and the Market ... archives.econ.utah.edu/archives/pkt/2001m08/msg00091.htm 8k Cached More from this site
- 3. <u>590 KLBJ Forums Search Results</u>
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 www.moveus.net

1. O'Reilly Network: Cooking with JavaScript & DHTML

... // global storage object for type-ahead info, including reset() method var typeAheadInfo = {last:0, accumString ... www.oreillynet.com/pub/a/javascript/2003/09/03/dannygoodman.html - 66k - Cached - More from this site

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 www.cacheprogrammer.com

1. J2EE Cache Object 电

In a typical multi-tiered J2EE environment, there are plenty of opportunities to gain speed and scalability by caching data loservlet. ... Here I'll present a simple, abstract **cache object** that you may use in any of these client applications ... turn resulgetValueAt() ...

www.jlwalkerassociates.com/tools/cachepaper/cache.html - 18k - Cached - More from this site

Caching .NET Framework Elements (Building Distributed Applications) [□]

... threads, you must ensure that the activities of one **thread** do not corrupt information required by another ... AppDomain, or a static variable cache ...

msdn.microsoft.com/library/en-us/dnbda/html/CachingArchch4.asp?... - 44k - Cached - More from this site

3. http://hypermail.linklord.com/new-httpd/att-2985/mod_mem_cache.21287.patch

--- mod_mem_cache.1.99.c Fri Dec 12 12:09:49 2003 +++ mod_mem_cache.c Fri Dec 12 12:52:08 2003 @@ -352,33 +35 >m_len; obj->cleanup = 1; } - if (sconf->lock...

hypermail.linklord.com/new-httpd/att-2985/mod mem cache.21287.patch - 2k - Cached - More from this site

4. http://www.cs.cmu.edu/afs/cs.cmu.edu/project/gwydion/dylan/src/mindy/interp/func.c 电

... include "mindy.h" #include "gc.h" #include "thread.h" #include "bool.h" #include "list.h" #include ... i < max; i++, arg++, ca while (methods != obj ...

cs.cmu.edu/afs/cs.cmu.edu/project/gwydion/.../src/mindy/interp/func.c - 61k - Cached - More from this site

5. http://hypermail.linklord.com/new-httpd/att-2971/mod mem cache.patch ₽

... 6 @@ typedef struct { apr_thread_mutex_t *lock; cache ... lock) { apr_thread_mutex_unlock(sconf->lock); @@ -657,8 + { mem_cache_object_t *mobj = (mem ...

hypermail.linklord.com/new-httpd/att-2971/mod_mem_cache.patch - 3k - Cached - More from this site

6. A.C.E. Smart Cache: Speeding Up Data Access [□]

... 48Messages: 48Messages: 48 Bookmark thread Bookmark thread Bookmark thread Printer friendly Printer frie

www.theserverside.com/patterns/thread.jsp?thread_id=10610 - 199k - Cached - More from this site

7. Develop a generic caching service to improve performance 19

... * Description: A Generic Cache Object wrapper. Implements the Cacheable ... purging expired items. */ Thread threadC Runnable() ...

www.javaworld.com/javaworld/jw-07-2001/jw-0720-cache.html - More from this site

8. Xtreme .NET Talk - Adding to Cach Object NOT WORKING! 电

This is a discussion forum powered by vBulletin. To find out about vBulletin, go to http://www.vbulletin.com/ Xtreme .NE Cache Obj ct NOT WORKING! Thr ad Tools. Search this Thread ... to add an array list to a cache bject in my WebSer dotnetforums.net/t77788.html - 63k - Cached - More from this site

- 9. .NET 247: Cached Objects on ASPFriends.com 'aspngcs' list 19
 - ... its Cache bject is recreated." This states that each cache instance is private to the application, not each. thread of ... o on ...

www.dotnet247.com/247reference/msgs/22/114355.aspx - 44k - Cached - More from this site

10. <u>ASPN: Python Cookbook: Thread-safe caching object with file and HTTP implementations
□ ... value=NOT_INITIALIZED self._lock=Lock() class Cache(object): """ An abstract, multi-threaded cache object. """ ... qui (thread-safe caches, pools, etc ...</u>

aspn.activestate.com/ASPN/Cookbook/Python/Recipe/302997 - 49k - <u>Cached</u> - <u>More from this site</u> **Results Page:**

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Search Results

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1. Conversion to AMPI 电

... If a **global variable** is defined before a blocking call, it may be modified by another user-level ... which are on stack) or **p** through thread-private ...

charm.cs.uiuc.edu/papers/MilindThesis.www/node61.html - 10k - Cached - More from this site

2. http://www.class.umd.edu/enee/759c/suif/porky/private.cc 电

... Global Variable Declarations *-----*/ static char *k_privatized ... k_priv >sp; k ...

www.class.umd.edu/enee/759c/suif/porky/private.cc - 9k - Cached - More from this site

3. http://www.class.umd.edu/enee/759c/parsuif/pgen/task.cc 电

... tn, void *x); // Referenced in class void find_privatized_tree(tree_node *tn, void *x); // TaskProc void ... This happens wh into the task procedure ...

www.class.umd.edu/enee/759c/parsuif/pgen/task.cc - 125k - Cached - More from this site

4. Man page for private prop.1 电

... prop program propagates information about which globals are **privatized** onto all the procedures in which the private ... c read or written by ...

cs.cmu.edu/afs/.../15745-f03/public/suif1/html/man_private_prop.1.html - 3k - Cached - More from this site

5. http://cvs.gnome.org/viewcvs/%2Acheckout%2A/gtop/ChangeLog?rev=1.200

... this problem. 2000-08-05 Martin Baulig <baulig@suse.de> * gtop-procbar.h (GTopProcBar): **Privatized** this structure ... I **global variable** for this ...

cvs.gnome.org/viewcvs/*checkout*/gtop/ChangeLog?rev=1.200 - 57k - Cached - More from this site

6. http://cvs.gnome.org/viewcvs/%2Acheckout%2A/gtop/ChangeLog?rev=1.203 电

... this problem. 2000-08-05 Martin Baulig <baulig@suse.de> * gtop-procbar.h (GTopProcBar): Privatized this structure ... I global variable for this ...

cvs.gnome.org/viewcvs/*checkout*/gtop/ChangeLog?rev=1.203 - 58k - Cached - More from this site

7. http://www.megawebhost.com/doc/gtop-1.0.13/ChangeLog 电

... this problem. 2000-08-05 Martin Baulig <baulig@suse.de> * gtop-procbar.h (GTopProcBar): Privatized this structure ... I global variable for this ...

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CORBA/IDLtree.pm IDL to symbol tree translator # This module is distributed under the same terms as Perl itself. # Copy search.cpan.org/src/OMKELLOGG/CORBA-IDLtree-1.4/CORBA/IDLtree.pm - 115k - Cached - More from this site

9. Adaptive MPI (PDF) 电

... Global variable is any variable that is stored at a fixed, preallocated location in ... variables need to be either removed o variables from ...

charm.cs.uiuc.edu/papers/Ampi2003.pdf - 475k - View as html - More from this site

10. http://www.cs.rice.edu/~ken/comp515/lectures/Ch11InterproceduralSlides.ppt (MICROSOFT POWERPOIN ... T in the previous example can be **privatized** under the following condition ... f) for formal parameter f can contain any **gl** parameters (O(V)) ...

www.cs.rice.edu/~ken/comp515/lectures/Ch11InterproceduralSlides.ppt - 238k - <u>View as html</u> - <u>More from this site</u> **Results Page:**

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"global variable" privatized thread

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[PDF] Adaptive MPI

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... 1 can have a different value than that of global variable ... As discussed in section

3.2, for thread safety, global ... need to be either removed or "privatized". ...

charm.cs.uiuc.edu/papers/Ampi2003.pdf - Similar pages

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HP C/HP-UX Compiler Online Help - B.11.01.21: Parallel Options & ...

... Modifies an extern, static, or **global variable**. ... next_task tsub(x,y); /* a third **thread** assigns elements ... induction variable i is manually **privatized** because it ... www.aero.lr.tudelft.nl/facilities/ manuals/ansic/threads.html - 44k - <u>Cached</u> - <u>Similar pages</u>

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... with the proviso that all modified pages are **privatized** and not ... 0.9.3a)"; Previous message: Hui: "Re: linux rt priority **thread** corrupt **global variable?**"; ... seclists.org/lists/linux-kernel/2003/May/1972.html - 12k - Supplemental Result - <u>Cached</u> - <u>Similar pages</u>

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[PDF] Shared Memory Programming

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... allows/disallows nested parallelism. If allowed, number of threads used to execute ...

can not be privatized. Fortran allocatable arrays (and pointers) can ...

www.ccr.buffalo.edu/jonesm/d_WS/shm.pdf - Similar pages

Small Ping Program or Batch file needed.

... 6" application folks are testing for me now here in another **thread!**) * I can ... a 60 second increment = 1 minute 2.) I have a **privatized global variable** for the ... www.ntcompatible.com/**thread**26340-1.html - 101k - <u>Cached</u> - <u>Similar pages</u>

[PS] Submitted to IEEE Transactions on Parallel and Distributed Systems ...

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... is accumulated (withsynchronization) into the **global variable** ... to the original (non-**privatized**) version of the ... than one concurrent **thread** without synchronization ... parasol.tamu.edu/publications/ download.php?pid=102&type=ps - Similar pages

[PDF] Multi-threading and Remote Latency in Software DSMs

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... If a global variable was origi- nally modified during execution, we then privatized that variable for each thread on a local node. ...

x1.cs.umd.edu/papers/dcs97.pdf - Similar pages

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... Figure 3.1: Example of static gl bal variabl support in a ... So, most variables must be privatized in order ... strategy consists in allocating the thread stacks in ... www.irisa.fr/paris/Biblio/Papers/Jegou/pop-d_3_1.pdf - Similar pages

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... Section 5 of 12, Intel ® OpenMP C++/Fortran Compiler for Hyper-Threading
Technology: Implementation and Performance (continued) DATA-SHARING AND
PRIVATIZATION ...

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... and use of large scale parallel processors will be enhanced greatly Keywords **compiler** parallelization Fortran dependence analysis **privatization** symbolic run ... dynamo.ecn.purdue.edu/~eigenman/reports/1348.pdf - Similar pages

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... First, this paper presents a basic run-time **privatization** method. ... Proteus Test was implemented on the parallelizing **compiler** AFT. ... portal.acm.org/citation.cfm?id=641251 - Similar pages

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... experiments, array **privatization** played a critical role in successful parallelization of several real programs. This paper presents **compiler** algorithms for the ... portal.acm.org/citation.cfm?id=143426 - <u>Similar pages</u>
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Automatic Array **Privatization** - Tu, Padua (ResearchIndex)

... More @inproceedings{ tu01automatic, author = "Peng Tu and David A. Padua", title = "Automatic Array **Privatization**", booktitle = "**Compiler** Optimizations for ... citeseer.ist.psu.edu/tu93automatic.html - 23k - <u>Cached</u> - <u>Similar pages</u>

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... C mpiler Support For Privatization On Distributed-Memory.. - Daniel Palermo Ernesto (1996) (1 citation) (Correct) on distributed ... citeseer.ist.psu.edu/context/22623/0 - 22k - Cached - Similar pages

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PARASOL Compilers: Polaris Compiler Optimization

... needed to complement existing and future static **compiler** techniques ... reduction parallelization: linked-list replicated buffers, selective **privatization**, and hash ... parasol.tamu.edu/**compiler**s/research/polaris/index.php - 16k - <u>Cached</u> - <u>Similar pages</u>

The Stanford SUIF Compiler Group - Publications

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[PDF] On Privatization of Variables for Data-Parallel Execution

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... of **privatization** apply to execution of control flow statements as well. The ideas presented in this work have been implemented in the pHPF prototype **c mpiler** ... ipdps.eece.unm.edu/1997/s15/167.pdf - <u>Similar pages</u>

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... on loop-level parallelism in an OpenMP program, let the **c** mpiler do the ... Then, array **privatizati** n is applied in order to minimize both false-sharing and remote ... www2.cs.uh.edu/~hpctools/pri.pdf - Similar pages

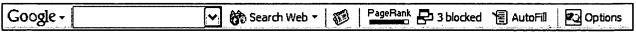
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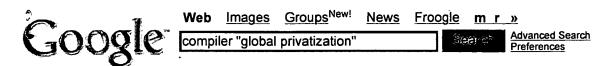


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[PDF] OpenMP for Cluster

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ids ... Ongoing work – We are implementing in the Open64 **compiler** ... www.tlc2.uh.edu/wompat2004/Presentations/liu-huang.pdf - Similar pages

[PDF] Symbolic Array Data ow Analysis for Array Privatization and ...

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... of the OCEAN program(routine ocean)[] Interprocedural analysis is needed in this

case In order to privatize A in the I loop the compiler must recognize the ...

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... In order to privatize A in the I loop, the **compiler** must recognize the factthat theuse ofarray A must take the valuesde ned inthe same iteration of I because ...

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[PS] Symbolic Array Dataflow Analysis

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... Figure 4 gives a comparison between Panorama and FORTRAN compiler F77 regarding ... Global privatization results can be obtained efficiently both in the amount of ... www.chg.ru/SC95PROC/436 JGU/SC95.PS - Similar pages

[PDF] LNCS 3038 - Efficient Translation of OpenMP to Distributed Memory

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... The OMNI compiler has included additional data layout directives that help it ... approach is to perform an aggressive, possibly global, privatization of data. ...

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[PDF] OpenMP for Clusters

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... The compiler is Sun's Forte Developer release 7. Fig. ... An additional approach is to

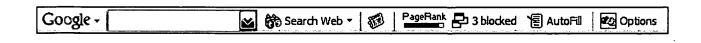
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